PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Select this to save your work to the hard disk. A Goals file can contain up to 120 goals, with up to 10 in any one level.

Note: Goals created in a Create-A-Park are saved with the park.

Load Goals – Load a new goal file.

Note: After loading a goal file you may not see any goals since there may not be any for the particular level you're in. To see what levels contain goals, go to the Level Select screen.

A final note on goals: To learn how to create interesting goals, go into Create-A-Park and load up some of the pre-made parks with goals that you like. Then edit the goals to see how they've been put together.

TRICKS

EDIT TRICKS

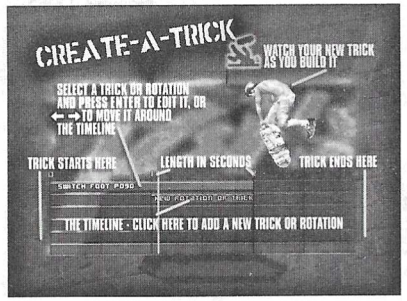
Note: Activision Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skateshop or skating in the game, you can always edit your tricks. Swap tricks until you find a perfect set to your liking. To change a trick assignment, select the trick category that you want to edit: Grab Tricks, Flip Tricks, Lip Tricks and Special Tricks. Select the trick you want to assign to a trick slot, then select the key combination you want to assign to that trick.

SPECIAL TRICKS

Special tricks always require at least three key presses. All skaters start out with only four special trick slots, but as you complete goals in Story Mode, you can earn up to seven more slots.

CREATE-A-TRICK


CREATE-A-TRICK
WATCH YOUR NEW TRICK AS YOU BUILD IT
SELECT A TRICK OR ROTATION AND PRESS ENTER TO EDIT IT, OR ← → TO MOVE IT AROUND THE TIMELINE
TRICK STARTS HERE
LENGTH IN SECONDS
TRICK ENDS HERE
SWITCH FOOT POS0
THE TIMELINE - CLICK HERE TO ADD A NEW TRICK OR ROTATION

Combine animations to make your own custom tricks! You can select Create-A-Trick from the Main Menu to start making a trick in the New Jersey level. Once in the game—or in Story Mode or Free Skate Mode—you can always create new tricks by selecting Create-A-Trick from the Pause Menu.

CREATE-A-TRICK MENU

If this is your first time, choose **Create New Trick** to enter the trick lab or choose from a variety of premade tricks to see how they were created. In either case, you'll next be presented with the main "timeline interface." In the upper right you'll see your skater and across the bottom a timeline of the current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and will continue through to the end of the last component you've placed. Start by pressing **Enter** to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, duration of the animation and other trick-specific details. When navigating the timeline, use the ⬅ and ➡ directional keys to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press **Enter** to modify options associated with it. Some of the options you may see:

Duration – How long this trick component will last, in seconds.

Start/Stop – For a trick with an animation, you can use these parameters to effectively "chop off' the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.